

THE
U.S.A.
CONSTRUCTION SET

by

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for EZuse Software



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PREFACE

The U.S.A. Construction Set is not copy-protected. Make a back-up of your program disk and any data disks that came with your software package. Store your originals away in a safe place and use your copies.

If, for any reason, your originals and copies become damaged, return the originals to EZuse Software and we will replace them for \$3.00 per disk.

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INTRODUCTION

EZuse Software has a product on the market called *QuizMaster Construction Set*. It has proven to be very popular with teachers, students, educators or anyone interested in creating quizzes for self-testing.

QuizMaster Construction Set is a very generalized piece of software. However, we here at EZuse Software felt there was a need to produce a more specific program, with graphics as well as text on the screen at the same time. We also felt that the 'Construction Set' concept is very valuable and should remain with any educational product we produced to allow the user to modify or add to the data base.

The concept of having a state of the Union drawn on the screen at the user's option, came to us. We also felt that the questions need to be selected at random and the user choose from the answer data base either by keyboard or joystick. The project has taken some time to complete due to the time needed to plot and draw each one of the fifty states plus the District of Columbia. This is done to a Graphics 7 screen. We have modified the screen so that Graphics Mode 0, 1 and 7 all appear on the screen at one time. Title appear in Graphics Mode 1. The drawings in Graphics Mode 7 and the prompts, questions and answers in Graphics Mode 0.

A sample twenty question per state data base is provided along with the program disk.

We feel that Educational Software is important not only in the school but in the home as well. We therefore offer you *The U.S.A. Construction Set* to be used wherever you choose. Again, one of the best things about it is that it is inexpensive and not copy protected. Make a back-up of the program disk and if you want, the sample data disk as well. Store the originals in a safe place and use your copies. If for any reason you fail to make a back-up and your original fails, send the original back to us with a check for \$3.00 and we will gladly send you a replacement disk.

HARDWARE REQUIREMENTS

Any one of the Atari 8-bit computers may be used with *The U.S.A. Construction Set*. The only thing you need to be sure of is that you have a minimum of 48K of memory, a disk drive and an Atari Basic Cartridge.

LOADING INSTRUCTIONS

Turn on your monitor and disk drive(s). Insert the program disk into drive number one. If you have an Atari 400 or 800, make sure you also insert your Atari Basic Cartridge. If you have the Atari 800XL, 1200XL or 130XE, you need do nothing else except go on to the next instruction. Turn on your computer. The EZuse Software name will be displayed and the Intro Screen will then be loaded.

As in the *QuizMaster Construction Set*, we have included the Pokey Piano Player routines here. They were written by Craig Chamberlain and we wish to give him credit here for this fine music program. The music will play as the credit for the programming is displayed as well as a map of the United States of America. The instruction to PRESS START will be scrolled across the bottom of the screen. When you are ready, press START and the Main Menu will be loaded.

THE MAIN MENU

The Main Menu has the two options: GAME or EDITOR. Use the SELECT key to toggle between the GAME or EDITOR. Choose the GAME and we will play a round.

THE GAME

When the game is loaded, you will have the option of choosing disk drive one or two as you data disk. Make your choice. DO NOT remove the program disk at this point. The program needs to read the state data from the program disk to draw the state on the screen. Next, the States Screen will be displayed. We are using the two letter US Postal code for the states and the program will not let you choose an invalid state code. Make you selection and press RETURN.

The data for drawing the state on the screen will be read from the program disk. When this is finished, you will be prompted to insert you data disk. If you have chosen disk drive one, remove the program disk and insert the data disk. If you have chosen disk drive two as your data disk drive, insert your data disk in drive number two. Press START now.

The question and answer data base will now be read from the data disk. The questions are selected randomly and are displayed in the first two rows of the Graphics Mode 0 screen at the bottom. The Answer data base will be positioned at answer number one. If you are using your joystick, press UP to step forward through the Answer data base. Press DOWN to step backward through the Answer data base. If you are using the arrow keys, press the UP arrow to step forward, or the DOWN arrow key to step backward. The Answer data base will not go forward past the maximum number nor will it go backward past the first answer.

When you think you have the correct answer, press either the fire button if you are using the joystick, or the space bar if you are using the keyboard.

If you have selected the correct answer, two notes will play and your score will be displayed. if you choose incorrectly, the bell will ring and the message 'Incorrect Answer - Try again' will be displayed. You may then again try and find the correct answer. For every correct answer, you will be rewarded with ten points. For every incorrect answer, five points will be deducted from your total score.

You may progress through the entire data base if you choose, or you may press OPTION to end the game. If you have completed the

game or pressed the OPTION button, you will be given the choice of either pressing the START button to try another state, or to again press the OPTION button to return to the MAIN MENU.

If you choose to end the game and you have one disk drive, you will be asked to remove the data disk and insert the program disk and then press START to continue on.

This is a one-player game. There is no timer, as in *QuizMaster Construction Set*. This allows ample time to consider the correct answer to the question and discourages quick guesses.

The *U.S.A. Construction Set* comes with a double-sided data disk. Be sure you insert the correct side for the state you select. If you do not, you will be reminded that there is no data for that state on that disk. The label will indicate which states are on each side of the data disk.

Now, on the the EDITOR.

EDITOR

The first thing you will be required to do is to choose between a one or two drive system. Choose either 1 or 2. You will then be prompted to insert your data disk. If you are starting fresh, with a blank disk, you will need to format it. The *U.S.A. Construction Set* program will allow you to format your blank disk. If it is not a new, blank disk, choose the 'N'. If you choose the 'Y', you will given the choice of continuing on with the formatting process or aborting your decision. If you still want to go ahead and format your data disk, press 'Y' and the formatting will take place. Be aware that anything left on the disk will be erased! When your disk is formatted, the EDITOR Menu will then be displayed. If you had chosen 'N' to the formatting option, you would have been sent to this menu immediately.

When the EDITOR is loaded, you will be presented with four choices:

1. Enter Data
2. Edit Data
3. Print Data
4. Exit

Enter Data

You will be allowed to enter data for any one of the states up to 100 questions. The disk that comes with *The U.S.A. Construction Set* has a sample of twenty questions per state. Be aware that each question takes one sector on the disk. If you typed in 100 questions per state, you would only be able to have seven states per disk side. There are 707 available sectors for data per disk side and the seven states would fill it up to the maximum. Since the sample data disk has 25 to 26 states per side, it would be wise to format your own data disk if you intend adding to the existing data base.

You will next be taken to the State Screen where you will select

the state of your choice. Make your selection by typing in the two digit state code. If you make an invalid selection, the computer will ring the bell and you will have an opportunity to make a correct one.

After a correct state code is selected, the data disk will be read and if there is any state data on it the questions and answers will be read into memory and you will be able to add your data from that point on.

If you would like to keep the existing sample questions and add to them, format a blank disk, put it aside for the moment. Read in the data for the state you want in the Enter Data option, remove the sample data disk when it is finished loading the state data and insert your own data disk. Now, when you save the data you are working on, your own data disk will be used to hold all the questions from the sample data disk plus any you have added.

Each question has up to sixty characters. Each answer has the same number of characters. If you are satisfied with the question and answer, press the 'S' key. The counter will be increased by one and you will be presented with another question and answer set of lines to type in. If you wish to do the question and answer over again, press the 'Q' key. The question and answer will be erased and you may type them in again. When you are finished typing in your LAST set of questions and answers, DO NOT press the 'S' key. Press the 'Q' key this time and your data base will be saved. If you forget and press the 'S' key, simply type in some meaningless question and answer and then press the 'Q' key. Edit the data base and delete this last bogus item.

Be aware that since the Game uses a common Answer Data Base, you should not use the same answer for more than one question. Such as, if you asked "what is the state capital?" and then again asked "what is the largest city?", and they both happen to be the same city, the program would only tag the city to the question and you could choose the incorrect answer even though it appeared to be the correct one.

Edit Data

The first thing that is displayed will be the State Screen. Make a proper state code selection. If there is no state on the data base disk, you will not be able to edit it and you will taken back to the Edit Menu. When you have made a proper state code selection, the data will be read into memory.

The first item on the data base will be displayed and you will have five options: You may go Forward in the data base by pressing the 'F' key, go Backward by pressing the 'B' key, Edit that record by pressing the 'E' key, Delete this record by pressing the 'D' key, or Quit the Edit Data routine by pressing the 'Q' key.

When you press the 'D' key, the word 'DELETE' is stored in the first six characters of the question. When you quit out of the Edit Data routine, any record with the first six characters equal to the word 'DELETE' are bypassed. If you made a mistake and

didn't wish to really delete that record, you could simply find that record again and press the 'E' key to edit it and re-type in the question and answer.

When you press the 'E' key, the data, question and answer, will be erased and you will be able to re-type your data. When you are finished re-typing in your question and answer and press RETURN, if you are satisfied, press the 'S' key to save it. You will then be sent forward one member in the data base. If you want to make any changes, press the 'O' key to do it over.

When you are finished with the Edit Data routine, press the 'Q' key and your data will be save to the disk.

Print Data

This option has been greatly enhanced over the *QuizMaster Construction Set* print feature. You now have four ways to print your data.

You may print All your data in Sequence, or, All your data in Random order. You may also choose to print Part of your data in Sequence, or choose to print Part of your data in Random order. After choosing to print Part of your data, you will be asked to type in the actual number of questions you want printed. Type in the number and press RETURN.

Be sure your printer is on. If you forget, the program will let you know by displaying the message 'Turn your printer on'.

Exit

If you choose this option, you will be taken back to the MAIN MENU where you may select the EDITOR or GAME. If you only have one drive, be sure to insert your program disk first.

FINALLY

We hope this educational program will bring you and your students many hours of pleasure. Have fun with it!

We actively solicit comments from our purchasers. If you think of an improvement that can be made to the program, we will be glad to consider it.

